

### AMENDMENTS TO THE SPECIFICATION

Please amend the specification as follows:

Page 2, after paragraph [0006], add the following seven paragraphs:

--Fig. 5 illustrates the gaming machine of Fig. 1 with its border LEDs selectively illuminated based on variable aspects of the game.

Fig. 6 illustrates the gaming machine of Fig. 1 with its border LEDs selectively illuminated to highlight a particular portion of the display.

Fig. 7 is a flowchart for selectively illuminating the border LEDs for highlighting a particular portion of the display.

Fig. 8 is a flowchart for selectively illuminating the border LEDs based on variable aspects of the game.

Fig. 9 is a flowchart for selectively activating the border LEDs based on the outcome of the game.

Fig. 10 is a flowchart for controlling the brightness of the border LEDs based on the amount wagered.

Fig. 11 is a flowchart for controlling the brightness of the border LEDs based on the number of activated paylines.--

On pages 2-3, replace paragraph [0010] with the following:

--Gaming machine 10 also includes a border 20 around display 16. Gaming machine 10 may optionally include a border section 21 separating two portions of display 16. Borders 20 and 21 contain lamps 40 (LEDs) that may light up in different colors, with different brightness, with different types of motion, or with different speeds of motion, in order to enhance the visual appeal of the game played, direct the player to different portions of display 16, indicate when a player has won, indicate when a player has lost, or indicate the status of gaming machine 10, as described below.

On page 4, after paragraph [0016], insert the following paragraph:

--Fig. 5 illustrates the lamps 40 being selectively activated, with the black lamps 40 indicating an off state and the white lamps 40 indicating an on state.--

On page 5, replace paragraph [0019] with the following:

--In some embodiments, border 20 may light up or change in conjunction with the game played on gaming machine 10 in such a way as to direct the player's attention to an aspect of the game. In one embodiment, such as shown in Figs. 6 and 7, border 20 directs the player to the portion of the screen that is active during each stage of the game. For example, a game played on gaming machine 10 may include a main game, played on the lower half 16b of display 16, and a bonus game, played on the upper half 16a of display 16. If the player wins the main game, the bonus game is activated. During the main game, the lower half of border 20 and middle border 21 may light up, as shown in Fig. 6, directing the player's attention to display portion 16b. During the main game, the upper half of border 20 may be dark. When the player wins the main game, the lamps in the lower half of border 20 may turn off and the lamps in the upper half of border 20 may turn on, directing the player's attention from display portion 16b to display portion 16a, where the bonus game is played.--

On page 5, after paragraph [0020], insert the following:

--The flowchart of Fig. 8 illustrates selectively illuminating the border lamps 40 based on the variable aspects of the game described herein.--

On pages 5-6, replace paragraph [0021] with the following:

--In one embodiment, shown in Fig. 9, border 20 may be illuminated in distinct ways to indicate that a player has won, lost, or is currently playing a game. For example, border 20 may be yellow during a decision phase, for example, when a player must make a decision and press one of buttons 15 or an area on the touch screen in order to advance the game. When the game is over, border 20 may be green to indicate a player has won the game, or red to indicate a player has lost the game. Similarly, border 20 may be illuminated in distinct ways to indicate that the player has made good or bad decisions. For example, the game played on gaming machine 10 may involve a step where the player must decide to either take his current winnings or risk his winnings for a larger jackpot. Before the player chooses, border 20 may be illuminated with both red and green lights. If the player's decision results the player's winnings being higher, only the green lights in border 20 may be illuminated. If

the player's decision results the player's winnings being lower, only the red lights in border 20 may be illuminated.--

On page 6, replace paragraph [0025] with the following:

--In one embodiment, shown in Fig. 10, the motion, brightness, or number of colors in border 20 may increase as the amount bet by the player increases. For example, if the player places the minimum bet, border 20 may be illuminated in a single color with no motion. As the player's bet increases, the type of motion, speed of motion, number of colors, and brightness of light may be increased to increase the excitement of gaming machine 10. In addition, as shown in Fig. 11, the motion, brightness, or number of colors in border 20 may increase as the number of activated pay lines increases.--

On page 8, replace paragraph [0032] with the following:

--In some embodiments, as shown in Fig. 12, border 20 is used in conjunction with a bank of gaming machines 10 linked to each other. Such a system of linked gaming machines is described in more detail in U.S. Patent No. 6,089,980, titled "Method For The Determination Of A Shared Jackpot Winning," and incorporated herein by reference. In the system described in U.S. Patent No. 6,089,980, the linked gaming machines jointly fill a jackpot. In one embodiment, border 20 may be used to signal the beginning of a competitive game or a jackpot game involving all the linked machines. For example, when a jackpot or competitive game begins, border 20 may be illuminated only on machines that are participating in the competitive or jackpot game. When the winner of the game is determined, the winning machine may be the only machine with border 20 illuminated, or the borders of all participating machines may illuminate in sequence, creating the illusion of a wave that stops at the winning machine.--

On page 9, after paragraph [0035], insert the following paragraph:

--The flowchart of Fig. 8 conveys the selective illumination of the RGB LED lamps 40 for any of the above scenarios.--

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (previously amended) A gaming system comprising:

a display for displaying a game;

a memory for, at least, controlling a game played on the gaming system;

processing circuitry connected to receive instructions from the memory and to output signals for controlling the display; and

a border at least partially surrounding the display, the border comprising a plurality of lamps of multiple colors, the lamps being selectively illuminated, pursuant to signals from the processing circuitry, to create a plurality of visual effects that do not affect an outcome of the game and that change based on variable aspects of the gaming machine during operation.

2. (original) The gaming system of Claim 1 wherein the lamps comprise light emitting diodes.

3. (original) The gaming system of Claim 2 wherein the light emitting diodes are red, blue, and green light emitting diodes.

4. (original) The gaming system of Claim 1 wherein the border further comprises a semi-transparent cover covering the lamps.

5. (original) The gaming system of Claim 4 wherein the cover comprises a light diffuser.

6. (original) The gaming system of Claim 1 wherein said processing circuitry comprises a border controller, said system further comprising a plurality of conductors connecting the lamps to the border controller.

7. (previously amended) The gaming system of Claim 1 wherein the memory

contains instructions for carrying out the following method performed by the gaming system:

- displaying a first screen of a game on the display;
- activating lamps in the border in a first manner;
- receiving an instruction from a player;
- determining an outcome of the game following the instruction; and
- activating lamps in the border in a second manner, different from the first manner, when the outcome is a winning outcome.

8. (original) The gaming system of Claim 7 wherein the memory contains instructions for carrying out the following method performed by the gaming machine:

- activating lamps in the border in a third manner, different from the first manner and second manner, when the outcome is a losing outcome.

9. (previously amended) The gaming system of Claim 1 wherein the memory contains instructions for carrying out the following method performed by the gaming machine:

- displaying a first screen of a game on a first portion of the display;
- activating a first portion of the lamps in the border, wherein the first portion of lamps are adjacent to the first portion of the display;
- displaying a second screen of a game on a second portion of the display; and
- activating a second portion of the lamps in the border, wherein the second portion of the lamps is adjacent to the second portion of the display.

10. (original) The gaming system of Claim 1 wherein the memory contains instructions for carrying out the following method performed by the gaming machine:

- activating at least a portion of the lamps in the border; and

determining the brightness of the activated lamps based on an amount bet by a player.

11. (original) The gaming system of Claim 1 wherein the memory contains instructions for carrying out the following method performed by the gaming machine:

activating at least a portion of the lamps in the border; and

determining the brightness of the activated lamps based on a number of activated pay lines.

12. (cancelled)

13. (original) The gaming system of Claim 1 wherein said display comprises a video display.

14. (original) The gaming system of Claim 1 wherein the processing circuitry comprises a border driver connected to the border.

15. (original) The gaming system of Claim 13 wherein the processing circuitry comprises a CPU coupled to the memory.

16. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise changes in a status of the gaming system.

17. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise changing aspects of a game being played on the gaming system.

18. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise a jackpot being obtained by a player.

19. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise at least one reel spinning.

20. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise a win by a player requiring an attendant to attend to the player.

21. (original) The gaming system of Claim 1 wherein the gaming system comprises

a plurality of linked gaming machines, and wherein the variable aspects of the gaming system comprise a win by a player on one of the linked machines causing the lamps on the one of the linked machines to be illuminated in a manner to distinguish the one of the linked machines from the remainder of the machines.

22. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise the start of a competitive game in a plurality of linked gaming machines.

23. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise when a coin hopper or bill stacker in the gaming system is full or empty.

24. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise when there is a malfunction of the gaming system.

25. (previously amended) A method performed by a gaming machine, the gaming machine having a plurality of lamps of different colors forming a border at least partially surrounding a display of the gaming machine, the display for displaying a game, the method comprising:

selectively illuminating the lamps in the border to create a plurality of visual effects that do not affect an outcome of the game and that change based on aspects of the gaming machine during operation.

26. (previously amended) The method of Claim 25 further comprising:

displaying a first screen of a game;

activating lamps in the border in a first manner that does not affect an outcome of the game;

receiving an instruction from a player;

determining an outcome of the game following the instruction; and

activating lamps in the border in a second manner that does not affect an

outcome of the game, different from the first manner, when the outcome is a winning outcome.

27. (original) The method of Claim 26 further comprising:

activating lamps in the border in a third manner, different from the first manner and second manner, when the outcome is a losing outcome.

28. (original) The method of Claim 25, further comprising:

displaying a first screen of a game on a first portion of the display;

activating a first portion of the lamps in the border, wherein the first portion of lamps are adjacent to the first portion of the display;

displaying a second screen of a game on a second portion of the display; and

activating a second portion of the lamps in the border, wherein the second portion of the lamps are adjacent to the second portion of the display.

29. (original) The method of Claim 25, further comprising:

activating at least a portion of the lamps in the border; and

determining the brightness of the activated lamps based on an amount bet by a player.

30. (original) The method of Claim 25, further comprising:

activating at least a portion of the lamps in the border; and

determining the brightness of the activated lamps based on a number of activated pay lines.

31. (cancelled)

32. (previously amended) The gaming system of Claim 1, wherein the border comprises the plurality of lamps at least along two sides of the display.



33. (previously amended) The gaming system of Claim 32, wherein the border comprises a plurality of lamps extending around adjacent sides of the display.

34. (previously amended) The method of Claim 25, wherein selectively illuminating the lamps in the border comprises selectively illuminating a plurality of lamps in a border along at least two sides of the display.

35. (previously amended) The method of Claim 34, wherein selectively illuminating the lamps in the border comprises selectively illuminating a plurality of lamps along at least two adjacent sides of the display.